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1 A model of roll-back recovery with multiple checkpoints 100%
Erol Gelenbe
Proceedings of the 2nd international conference on Software engineering October 1976
A stochastic model of a transaction oriented computer system in the presence of intermittent failures, operating with a checkpoint and roll-back recovery scheme, is proposed in the case of a hierarchy of checkpoints and failures. An analysis provides the stationary probability distribution for the model and the optimum checkpoint intervals for two cases of interest: when a fixed checkpoint is used for each failure and when the allowable checkpoint closest in time is used.

2 Simulation analysis of an automated hospital materials handling system 100%
John J. Marsh , Ralph W. Swain
Proceedings of the 9th conference on Winter simulation - Volume 1 December 1977
A prototype simulation of the operations of an automated

hospital materials handling system is constructed in GASP IV to investigate the feasibility of the modeling scheme employed and to evaluate some alternative rules to be used in system operation. This paper describes the structure used in the model and illustrates two types of investigations and operation of the actual system.

3 Diffusion approximations for storage processes in computer systems 100%

E. G. Coffman , M. I. Reiman
Proceedings of the 1983 ACM SIGMETRICS conference on Measurement and modeling of computer systems August 1983

In this paper we focus on the storage resource. A basic model of the space time requirements of jobs in a computer system is described, and a number of its variations analyzed by means of diffusion approxmiations. Subject to the usual heavy traffic assumptions, the result of this analysis enable one to quantify the effects of limitations on both storage capacity and processing rates.

4 State space transformations in queueing network modeling 100%

Jeffrey P. Buzen , Subhash C. Agrawal
Proceedings of the 1983 ACM SIGMETRICS conference on Measurement and modeling of computer systems August 1983

An important problem in queueing network modeling is that of characterizing and analyzing relationships among alternative models of a single system. The problem is approached by developing the concept of a state space transformation, which is a mechanism for expressing the way one model can be mapped into another. After discussing state space transformations in general terms, some important transformations are presented. The usefulness of the technique is demonstrated by developing state sp ...

5 Queuing analysis of polling models 100%

Hideaki Takagi
ACM Computing Surveys (CSUR) March 1988
Volume 20 Issue 1

A polling model is a system of multiple queues accessed by a single server in cyclic order. Polling models provide performance evaluation criteria for a variety of demand-based, multiple-access schemes in computer and communication systems. This paper presents an overview of the state of the art of polling model analysis, as well as an extensive list of

references. In particular, single-buffer systems and infinite-buffer systems with exhaustive, gated, and limited service disciplines are tr ...

6 An adaptive load balancing scheme for web servers 100%

James Aweya , Michel Ouellette , Delfin Y. Montuno , Bernard Doray , Kent Felske

International Journal of Network Management January 2002 Volume 12 Issue 1

This paper describes an overload control scheme for web servers which integrates admission control and load balancing. The admission control mechanism adaptively determines the client request acceptance rate to meet the web servers' performance requirements while the load balancing or client request distribution mechanism determines the fraction of requests to be assigned to each web server. The scheme requires no prior knowledge of the relative speeds of the web servers, nor the work required t ...

7 Design and evaluation of a conit-based continuous consistency model for replicated services 100%

Haifeng Yu , Amin Vahdat

ACM Transactions on Computer Systems (TOCS) August 2002 Volume 20 Issue 3

The tradeoffs between consistency, performance, and availability are well understood. Traditionally, however, designers of replicated systems have been forced to choose from either strong consistency guarantees or none at all. This paper explores the semantic space between traditional strong and optimistic consistency models for replicated services. We argue that an important class of applications can tolerate relaxed consistency, but benefit from bounding the maximum rate of inconsistent access ...

8 The fuzzball 100%

D. L. Mills

ACM SIGCOMM Computer Communication Review , Symposium proceedings on Communications architectures and protocols August 1988 Volume 18 Issue 4

The Fuzzball is an operating system and applications library designed for the PDP11 family of computers. It was intended as a development platform and research pipewrench for the DARPA/NSF Internet, but has occasionally escaped to earn

revenue in commercial service. It was designed, implemented and evolved over a seventeen-year era spanning the development of the ARPANET and TCP/IP protocol suites and can today be found at Internet outposts from Hawaii to Italy standing watch for adventurou ...

9 Topological analysis of local-area internetworks 100%
G. Trewitt
ACM SIGCOMM Computer Communication Review , Symposium proceedings on Communications architectures and protocols August 1988
Volume 18 Issue 4

It has become common to connect local-area networks together to form high-bandwidth internetworks. The topology of such an internetwork — how the component networks and gateways are interconnected — is an important factor in determining the reliability of the internet. We present several techniques for analyzing an internetwork's topology. These techniques are based on a novel mapping of network components onto a bipartite graph. We use these techniques to analyze the ...

10 Inferring client response time at the web server 100%
David P. Olshefski , Jason Nieh , Dakshi Agrawal
ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems June 2002
Volume 30 Issue 1

As businesses continue to grow their World Wide Web presence, it is becoming increasingly vital for them to have quantitative measures of the client perceived response times of their web services. We present Certes (CliEnt Response Time Estimated by the Server), an online server-based mechanism for web servers to measure client perceived response time, as if measured at the client. Certes is based on a model of TCP that quantifies the effect that connection drops have on perceived client respons ...

11 Video: An empirical study of realvideo performance across the internet 100%
Yubing Wang , Mark Claypool , Zheng Zuo
Proceedings of the First ACM SIGCOMM Workshop on Internet Measurement Workshop November 2001

The tremendous increase in computer power and bandwidth connectivity has fueled the growth of streaming video over the

Internet to the desktop. While there have been large scale empirical studies of Internet, Web and multimedia traffic, the performance of popular Internet streaming video technologies and the impact of streaming video on the Internet is still largely unkown. This paper presents analysis from a wide-scale empirical study of RealVideo traffic from several Internet servers to many g ...

12 Mobile code: The ACTIVE IP option 100%

David J. Wetherall , David L. Tennenhouse
Proceedings of the seventh workshop on ACM SIGOPS European workshop: Systems support for worldwide applications September 1996

In this paper, we discuss our work on an active network architecture in which passive packets are replaced with active capsules --- encapsulated program fragments that are executed at each switch they traverse. This approach allows application-specific processing to be injected into the network. The accessibility of computation and storage "within" the network provides a substrate that can be tailored to build global applications, including those that invoke customized multicast and merge proces ...

13 Optimal scheduling policies for a class of queues with customer deadlines to the beginning of service 100%

Shivendra S. Panwar , Don Towsley , Jack K. Wolf
Journal of the ACM (JACM) October 1988
Volume 35 Issue 4

Many problems can be modeled as single-server queues with impatient customers. An example is that of the transmission of voice packets over a packet-switched network. If the voice packets do not reach their destination within a certain time interval of their transmission, they are useless to the receiver and considered lost. It is therefore desirable to schedule the customers such that the fraction of customers served within their respective deadlines is maximized. For this measure of perfo ...

14 Busy periods for subnetworks in stochastic networks: mean value analysis 100%

Hans Daduna
Journal of the ACM (JACM) June 1988
Volume 35 Issue 3

The busy period of order n for a subnetwork, which for large n

describes heavy traffic periods of that subnetwork, is described for queuing networks. The mean duration of such busy periods and efficient algorithms for computing these quantities are determined.

15 Transient exponential-Erlang queues and steady-state simulation 100%

W. David Kelton
Communications of the ACM July 1985
Volume 28 Issue 7

The transient probabilistic structure of M/Em/1 and Em/M/1 queues initialized in an arbitrary deterministic state is derived in discrete time. Computational algorithms for obtaining the required probabilities are provided, and their application in calculating a variety of system performance measures is illustrated. The results are used to investigate the question of initializing simulations of systems such as these to promote rapid convergence to st ...

16 TCP-real: improving real-time capabilities of TCP over heterogeneous networks 100%

C. Zhang , V. Tsaoussidis
11th International workshop on on Network and Operating Systems support for digital audio and video January 2001

We present a TCP-compatible and -friendly protocol which abolishes thr ee major shortfalls of TCP for reliable multimedia applications over heterogeneous networks: (i) ineffective bandwidth utilization, (ii) unnecessary congestion-oriented responses to wireless link errors (e.g., fading channels) and operations (e.g. handoffs), and (iii) wasteful window adjustments over asymmetric, low-bandwidth reverse paths. We propose TCP-Real, a high-throughput transport protocol that minimizes transmis ...

17 An architecture for action selection in robotic soccer 100%

Peter Stone , David McAllester
Proceedings of the fifth international conference on Autonomous agents May 2001

CMUnited-99 was the 1999 RoboCup robotic soccer simulator league champion. In the RoboCup-2000 competition, CMUnited-99 was entered again and despite being publicly available for the entire year, it still finished in 4th place. This paper presents some of the key elements behind \attcmunited, one of the three teams that finished ahead of CMUnited-99 in

RoboCup-2000 out of thirty four entrants. Playing against CMUnited-99, \attcmunited\ scores an average of about 8 goals per opponent goal. ...

18 Designing a trace format for heap allocation events 100%
Trishul Chilimbi , Richard Jones , Benjamin Zorn
ACM SIGPLAN Notices , Proceedings of the second international symposium on Memory management October 2000
Volume 36 Issue 1

Dynamic storage allocation continues to play an important role in the performance and correctness of systems ranging from user productivity software to high-performance servers. While algorithms for dynamic storage allocation have been studied for decades, much of the literature is based on measuring the performance of benchmark programs unrepresentative of many important allocation-intensive workloads. Furthermore, to date no standard has emerged or been proposed for publishing and exchangin ...

19 Measured performance of an Ethernet local network 100%
John F. Shoch , Jon A. Hupp
Communications of the ACM December 1980
Volume 23 Issue 12

The Ethernet communications network is a broadcast, multiaccess system for local computer networking, using the techniques of carrier sense and collision detection. Recently we have measured the actual performance and error characteristics of an existing Ethernet installation which provides communications services to over 120 directly connected hosts. This paper is a report on some of those measurements—characterizing “typical” ...

20 Computational algorithms for product form queueing networks 100%
K. Mani Chandy , Charles H. Sauer
Communications of the ACM October 1980
Volume 23 Issue 10

In the last two decades there has been special interest in queueing networks with a product form solution. These have been widely used as models of computer systems and

communication networks. Two new computational algorithms for product form networks are presented. A comprehensive treatment of these algorithms and the two important existing algorithms, convolution and mean value analysis, is given.

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